Advanced Ideas™

Product Catalog

About Advanced Ideas

Take professional educators with years of experience with children and computers. Add expert programmers with an uncompromising dedication to quality. And game designers who think learning should be fun. The result is Advanced Ideas, the software developers who bring learning into play.

At Advanced Ideas we believe that sound educational programs don't have to be dull. In fact, the best programs incorporate learning skills in exciting games. Used in over 7000 school districts, our games prove that motivated learning works best. AI™ learning programs have won the approval of the National Education Association.

Flexibility is another key element in our educational equation. We design our programs to allow for choice: each Advanced Ideas game comes with a variety of topics for your child to explore. Optional LearningWare diskettes extend the range of subjects. And our authoring systems make our programs infinitely expandable: they let you create lessons tailored to your child's interests and needs.

LearningWare, authoring, motivated play—all key elements in the software of choice.

Why not see for yourself how it all adds up?

Advanced Ideas
Bringing Ideas Home

The Game Show™

Flashing lights and cheering teammates set the scene. Challenging questions set the pace. When the curtain comes up on *The Game Show,* you are the star.

With its popular quiz show format, *The Game Show* teaches information, vocabulary and essential thinking skills. Animated game partners motivate learning in this fun game of clues and target concepts. Their questions start with general clues, then home in with more and more specific facts, helping players use logical thinking and deductive reasoning. A right answer wins points—and applause.

The Game Show comes with 15 subject areas designed for a range of age groups and skill levels. Beginning readers to advanced biologists—all will find entertaining lessons ready to play. With our LearningWare diskettes you can expand the fun still further. Try out your knowledge of Mythology, Inventions, Famous People—or a host of other topics.

Our unique authoring system lets you extend your learning to any subject under the sun. With our clear instructions you'll find it easy to let your creativity shine.

The Game Show—for the star in you!

- For 1 or 2 players
- For ages 6 to Adult

teacher certified NEA™

Commodore 64: $34.95
Apple & IBM: $39.95

The Game Show
LearningWare™

LearningWare turns *The Game Show* into a runaway hit. These ready-to-go subject diskettes add hours of playing time to your game. You'll find nearly 500 questions on each diskette—all tailored to different age levels. Turn to LearningWare and turn on the fun.

Win With Words I
Beginning lessons on language, science and social studies for young learners. Ages 6 to 9

Win With Words II
Intermediate lessons on language arts, social studies, science and math. Ages 9 to 11

People, Places & Things
Intermediate and advanced lessons on history, science and social studies. Ages 9 to Adult

Movies and Television
Mystery guests and memory tests. Hundreds of entertainment questions. Ages 11 to Adult

You and Your World
Ready to use lessons about geography, world culture and history. Ages 6 to 8

Foreign Language Words
Vocabulary lessons in Spanish, French and German. Ages 11 to Adult

LearningWare Diskettes
$19.95 each

These LearningWare diskettes are not independent programs, but are designed to be used only with THE GAME SHOW.

Tic Tac Show™

Broaden your child's horizons with new facts and concepts about our world. *Tic Tac Show* gives your child an exciting strategy game that motivates learning while it entertains. *Tic Tac Show's* animated quiz show emcee asks challenging questions on 14 subjects from Myths to Math and Mother Goose. Players ages 4 to 94 will find lessons that tickle their thinking skills.

This strategy game brings four different learning strategies into play. You'll find questions in multiple choice, fill in the blank, question/answer and true/false formats —turning *Tic Tac Show* into a learning variety show.

With our authoring system you can make the program a game of endless variety. Create lessons to match your child's learning needs. With our clear instructions it's as easy as Tic Tac Toe.

Our optional library of LearningWare diskettes expands your child's horizons still further, adding thousands of questions and hours of fun.

Learning is child's play with *Tic Tac Show.*

- Play with a friend or challenge the computer
- For ages 4 to Adult

Tic Tac Show
Commodore 64: $34.95
Apple & IBM: $39.95

teacher certified
NEA™

Tic Tac Show
LearningWare™

With our ready-to-use LearningWare diskettes, you'll find a whole library of facts on hundreds of topics at your fingertips. Designed by educators for different age groups and skill levels, LearningWare makes *Tic Tac Show* a window on the world.

Fun With Facts I
Number Knowledge and Mystery Words are among the subjects on this math language, and social studies diskette. For ages 4 to 7

Fun With Facts II
Hundreds of lessons in math, language, science and social studies. Ages 6 to 9

History
Lessons on Explorers, Composers, Artists, Famous Battles and other fascinating topics in history. Ages 9 to Adult

Sports Facts
Learn about Baseball Stars, Olympics, Water Sports and a potpourri of other sports statistics, terms and facts. Ages 11 to Adult

Young Explorer
Hundreds of lessons to help young learners explore the world around them. Ages 4 to 8

Foreign Language Q & A
Ready-to-use lessons in Spanish, French and German. Ages 11 to Adult

LearningWare diskettes:
$19.95 each

These LearningWare diskettes are not independent programs, but are designed to be used only with TIC TAC SHOW.

Master Match™

Match wits with the computer or a friend while you challenge your memory and reasoning skills, Advanced Ideas' friendly feathered owl—master of ceremonies invites you to find logical matches in images and words hidden beneath numbered mystery squares. Peek under two squares each turn— then use your reasoning skills, factual knowledge and visual memory to win points. Tension mounts as players uncover clues in six different formats: you'll find picture-word matches, fill-in-the-blank questions, math equations and more.

But the variety doesn't stop there. Our unique authoring system lets you create as many lessons as you wish on any topic. With its easy-to-use picture designing feature, you can create clues with pictures and mathematical symbols as well as words to challenge young players.

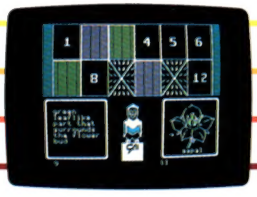
For ready-to-use lessons, match LearningWare with *Master Match.* Each optional diskette provides hundreds of fascinating facts to add to the game.

Master Match and you—a matchless combination!

- For 1 or 2 players
- For ages 6 to adult

Master Match
Commodore 64: $34.95
Apple & IBM: $39.95

teacher certified
NEA™



Master Match
LearningWare™

LearningWare and *Master Match*—a masterful idea. With these ready-to-use lessons you can add hours of enjoyment and learning to your child's game play. Designed by educators, these lesson diskettes have been carefully matched to age groups and learning levels to help your child master learning at any stage.

Basic Skills
Lessons that help young learners practice general learning readiness skills. Ages 6 to 9

Science and Math
Hundreds of ready-to-use lessons on science and math. Ages 6 to 9

Math and Social Studies
Intermediate and advanced lessons in math and social studies. Ages 9 to 11

Foreign Languages
Vocabulary and grammar lessons to help you learn Spanish, French, German and Japanese. Ages 11 to Adult

LearningWare Diskettes
$19.95 each

These LearningWare diskettes are not independent programs, but are designed to be used only with MASTER MATCH.

Wizard of Words™

Explore a realm where learning language skills is an entrancing experience. Knights, heralds, jugglers, a princess, even a fire-breathing dragon help as the Wizard's wand makes 5 different word games appear. The Wizard creates his magic with a powerful list of 38,000 words. His comprehensive word list is keyed to 8 different learning levels to help players master more and more challenging language skills. With this resource you can tailor each game to develop your child's reading, spelling and vocabulary skills. Or you can become a royal author by adding words and lessons to any game. With 5 unique learning games the Wizard's world never loses its enchantment. Join in the fun with these word-wise guides through the land of language skills:

- A courtly knight helps you complete words letter by letter by unfurling banners on the castle wall.
- A playful dragon breaths fire to release all the words you find imprisoned in one large word.
- A jolly jester juggles words for you to unscramble.
- A lovely princess weaves a magic crossword pattern with her enchanted spinning wheel.
- Two heralds toot their trumpets in praise when you locate the mystery word.
- For learners ages 5 to Adult

Wizard of Words
Commodore 64: $34.95
Apple & IBM: $39.95

teacher certified
NEA™

Dinosaurs™

With *Dinosaurs* the world's youngest learners become part of the computer age. *Dinosaurs* transports prehistoric animals into modern times in five fun games for children ages 2½ to 5. Up to ten friendly beasts stomp, fly or swim across the screen at the child's command. Dinosaur playmates respond to simple key strokes that even preschoolers can master. No complicated hand-eye coordination is necessary, as in joystick games.

Designed using Montessori principles, *Dinosaurs'* two matching and sorting games introduce the youngest generation of computer users ever to computer literacy. When the child makes a right match, triceratops and brontosaurus romp across the screen in a jolly dinosaur parade. And because *Dinosaurs* uses positive reinforcement no child ever loses.

Dinosaurs further includes 3 games designed especially to help children begin their school years with a happy attitude towards learning. *Dinosaurs* sets the groundwork for reading, math and memory skills as players count creatures, guide them to their homes, and match them with their names. Basic learning skills make great play when children explore the world of *Dinosaurs*.

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NEA™

- For children ages 2½ to 5

Dinosaurs
Commodore 64: $34.95
Apple: $39.95

Lucky's Magic Hat ™

Enter the land of leprechauns—a world where riddles in pictures and words develop reading and memory skills. You'll be charmed when you meet Lucky, your jolly leprechaun guide. When his hat begins to jump, out pops a scroll inscribed with wonderful secrets. But watch carefully. Lucky's a tricky elf who amuses his friends with playful questions that call for reading comprehension, sequential thinking, perception and memory skills —all in the spirit of puckish fun. Children can set their own pace or meet Lucky's timed challenge —a choice that puts players in control of their learning.

Lucky's Magic Hat puts you in control of your computer in other ways too. With our authoring system you can design lessons to teach your child. Or children can create puzzles to tickle their friends. Lucky's authoring system comes with a picture designing feature that lets you create original art work. With LearningWare you can put hundreds of lessons into Lucky's magic hat.

Lucky rewards clever answers with coins to fill his friends' pots of gold. But the real reward comes with hours of fun in the charmed world of computer learning.

- For 1 or 2 players
- For ages 5 to adult

Lucky's Magic Hat
Apple: $39.95

teacher certified
NEA™

Lucky's Magic Hat
LearningWare™

With LearningWare diskettes the land of learning expands its horizons as your children expand theirs. LearningWare fills Lucky's hat with lessons to delight players of different age levels. Elfish questions designed by educators stimulate your child's curiosity. Through these professionally designed add-on lessons Lucky's hat holds its charm through hours of spirited play.

Lucky's Early Skills
Helps young players practice basic learning skills. Ages 5 to 7

Lucky's Language Skills
Helps young readers by strengthening reading comprehension skills.
Ages 8 to 11

Lucky's Foreign Languages
For leprechaun linguists all over the world—or to help your family practice Spanish, French and German.
Ages 11 to Adult

Lucky's Prep for the SAT™
Guides players through some subject areas on the Scholastic Aptitude Test.*™
Ages 12 to 14

LearningWare Diskettes:
$19.95 each

*TM Registered Trademark of the College Entrance Examination Board

These LearningWare diskettes are not independent programs, but are designed to be used only with LUCKY'S MAGIC HAT

Ultra Disk Pack I™

ULTRA DISK PACK's three remarkable programs make your computer a better thinking tool: faster, more reliable, more efficient.

- ***ULTRA FAST COPY*** copies and verifies standard diskettes in as little as 30 seconds; protects your diskettes just as quickly with a variety of protection schemes.
- ***ULTRA FAST LOADER*** boots DOS and files simultaneously in 1/10th the usual time; displays space remaining on your diskettes; lets you create DOS-free diskettes with 10% more storage.
- ***ULTRA DISK TEST*** makes it easy to diagnose disk drive problems at home; check and adjust disk drive speed; check that data is accurately recorded on your diskettes.
- Includes a concise, clear, manual.

Ultra Disk Pack I $39.95 For Apple only

Bugbyter™

Unlock the mystery of your computer. *Bugbyter* is the debugging tool for the software professional or programmer learning 6502 Assembly Language. With user-definable display and commands so logical you'll wonder how you ever did without it. This screen-oriented window into the workings of the 6502 chip is completely relocatable in memory, including your RAM card.

- Resident assembler and disassembler
- Display of all registers
- Single-step & trace mode operations
- Breakpoints
- Displays RAM in hex and ASCII

Bugbyter $47.50 For Apple only

LearningWare™

LearningWare is a new approach to learning and fun at home or in school. The key is *extendability.* With *LearningWare*, Advanced Ideas' educator—designed programs become even broader, more flexible thinking tools.

LearningWare expands the breadth of our learning games. When you combine Advanced Ideas programs with *LearningWare* diskettes you put a library of ready-to-use lessons in Language, Science, Social Studies, Math, History and a host of other subjects at your child's fingertips.

LearningWare extends the range of our exciting game play. Designed for different age groups and skill levels, *LearningWare* brings thinking into play for learners from age 4 to 94.

LearningWare extends the value of your Advanced Ideas games. Diskettes add hours of challenging play.

These *LearningWare* diskettes are not independent programs, but are designed to be used only with *The Game Show, Tic Tac Show, Master Match,* and *Lucky's Magic Hat.*

At Advanced Ideas we believe that successful learning starts with the opportunities you create at home. Add *LearningWare* to the Advanced Ideas games in your home and watch a world of learning opportunities unfold for your family.

Educational Software:
Questions and Answers

At Advanced Ideas we know that parents care about the quality of programs children use at home. Drawing on years of experience in computer education, we've developed answers to the questions parents most often ask about educational software. We believe these guidelines will help you make informed choices when selecting programs for your child.

Is the program educationally sound? Will my child learn from it?

Look for educational programs that incorporate basic learning skills. Find out if a program has been designed by educators to improve your child's abilities in academic areas or to help your child develop basic thinking skills such as problem solving and logical reasoning. Self-paced games will help your child to understand material thoroughly. Games that link fun to fundamental skills will encourage your child to approach learning enthusiastically.

At Advanced Ideas we believe that learning within the framework of play is what educational software is all about. Our programs integrate basic skills into games that are rewarding, challenging and fun. With our self-paced games, children can develop vocabulary, spelling, math, thinking and memory skills. Advanced Ideas programs have been approved by the National Association of Education.

Will the program stimulate my child's curiosity?
Often games are appealing at first glance, and appear to be exciting and full of learning. Many games, however, come with very few tasks and learning content which your child quickly masters. Be sure the program has enough variety to hold your child's attention over time.

Advanced Ideas' games have a far-reaching fascination. Programs featuring subject areas contain from 14 to 45 different topics. Children can move from subject to subject, following their interests while enhancing their capabilities. Our LearningWare diskettes extend the scope and value of the games. Each LearningWare diskette provides hundreds of new subjects for your child to explore, transforming each game into a new area for discovery.

Will the program encourage my child's creativity?
Programs with simple yes/no responses or games that use motor coordination may be teaching tools, but they do not enhance creative thinking. Look for programs that let your child participate actively. Few programs today contain authoring systems, but those that do can allow your child to add his or her own special knowledge and interests to the game, stimulating creativity and giving your child a sense of power and pride.

Advanced Ideas is the leader in designing easy-to-use authoring systems that let you or your child add homework lessons to a game, expand a subject area that interests your child, or even create an entirely new subject area. Some of our authoring systems have graphics editors that allow your child to create and save original art work.

How should I choose a program to help my child in school?
Look for programs designed by educators; they are likely to have materials tailored to specific age groups and skill levels. See that the program contains learning content on subjects your child studies in school. Then check for coordinated materials that provide additional learning. The best educational programs are flexible— they allow you to add information suited to your child's needs.

Advanced Ideas' games come with fascinating lessons on most school subjects, including math, science, history, reading, vocabulary, social studies and foreign languages. Our LearningWare diskettes extend the number of subject areas, and our authoring system lets you create lessons tailored to your child's educational needs. Designed by professional educators, Advanced Ideas programs bring fun and learning to over 7000 school districts.

Advanced Ideas
Bringing Ideas Home

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